## Issues

| # | Project | Tracker | Status | Priority | Subject | Assignee | Updated | % Done |
|---|---|---|---|---|---|---|---|---|
| 2179 | Doomsday Engine | Feature | New | Low | Map has no secrets, displayed as 0% (vs. 100%) | | 2017-04-03 18:45 | 0 |
| 2000 | Doomsday Engine | Bug | New | Normal | [Heretic, Hexen] Finale/hub text must be scaled down to fit (incorrect font glyph sizes) | | 2017-04-03 18:33 | 0 |
| 1989 | Doomsday Engine | Bug | New | Urgent | Client assert fail (possible crash) if joining game during intermission | skyjake | 2018-07-29 16:53 | 0 |
| 1885 | Doomsday Engine | Bug | New | Normal | [Multiplayer] Incorrect player numbers in scoreboard between maps | | 2018-07-29 16:53 | 0 |